

THE PHILOSOPHY OF COMPUTER GAMES
CONFERENCE IN POTSDAM MAY 8-10, 2008



	Thursday, 8.5.08	Friday, 9.5.08	Saturday, 10.5.08
	Opening	Action Space	The Magic Circle
9:30	Keynote: Ian Bogost (Atlanta): "The Phenomenology of Videogames"	Stephan Günzel (Potsdam): "Interaction and Space in Computer Games" Mattias Ljungström (Potsdam): "Remarks on Digital Play Spaces"	Keynote: Jesper Juul (New York): "Who Made the Magic Circle? Seeking the Solvable Part of the Game-Player Problem"
	Ethics / Politics	Coffee break	Coffee break
11:00	Anders Sundnes Løvlie (Oslo): "The Rhetoric of Persuasive Games: Freedom and Discipline in America's Army" Kirsten Pohl (Giessen): "Ethical Reflection and Emotional Involvement in Computer Games"	Charlene Jennett/Anna L. Cox/Paul Cairns (London): "Being in the Game" Souvik Mukherjee (Nottingham): "Gameplay in the Zone of Becoming: Locating Action in the Computer Game"	Bernard Perron/Dominic Arsenault (Montreal): "The Magic Circle(s) of Gameplay" Hallvard Fossheim (Oslo): "Through the Looking Glass: Suggestions for the Philosophical Analysis of Gaming Objects"
12:30	Lunch break	Lunch break	Lunch break
14:00	Niklas Schrape (Potsdam): "Playing with Information: How Political Games Can Encourage the Player to Cross the Magic Circle" Christian Hoffstadt/Michael Nagenborg (Tübingen): "The Concept of War in the World of Warcraft"	Dan Pinchbeck (Portsmouth): "Trigens Can't Swim. Intelligence and Intentionality in First Person Game Worlds" Robert Glashüttner (Vienna): "The Perception of Videogames: From Visual Power to Trancendental Interaction"	John Richard Sageng (Oslo): "Can Avatars Act?" Britta Neitzel (Siegen): "Metacommunication and Metalepsis in Play and in Computer Games"
	Action Space	Coffee break	Coffee break
16:00	Bjarke Liboriussen (Odense): "Landscape and Avatar" Betty Li Meldgaard (Aalborg): "Perception, Action and Game Space" Yara Mitsuishi (Montreal): "Différance at Play: A Derridean Analysis of the Constitution of Identities in Videogame Play"	Gordon Calleja (Copenhagen): "The Binary Myth" Olli Leino (Copenhagen): "A Sketch for a Model of Four Epistemological Positions Toward Computer Game Play"	Eduardo H. Calvillo G./Paul Cairns (London): "Pulling the Strings: A Theory of Puppetry for the Gaming Experience" Michael Liebe (Potsdam): "There is no Magic Circle: On the Difference Between Computer Games and Traditional Games"
	[19:30] Participants Dinner at the Trattoria Toscana, Potsdam [22:00] A MAZE. KICK OFF Party at the 103club, Berlin (U1 Schlesisches Tor)	[18:00] OPEN WORLDS PANEL Keynote: Richard Bartle Moderation: Ulrich Weinberg Participants: Richard Bartle, Frank Campbell, Mirko Caspar, Dirk Weyl Location: Audimax, University of Potsdam Get-together with drinks and snacks	[17:30] Final Discussion, Closing